ROUTE 99

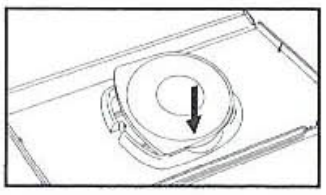
LittleBIG Planet™

SONY

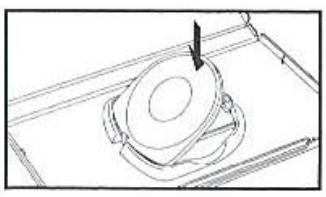
COMPUTER ENTERTAINMENT

PRECAUTIONS

This disc contains software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty. For further information visit **www.pegi.info.**

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

UCES-01264

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SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.

By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP™Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP™ system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: **eu.playstation.com**

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

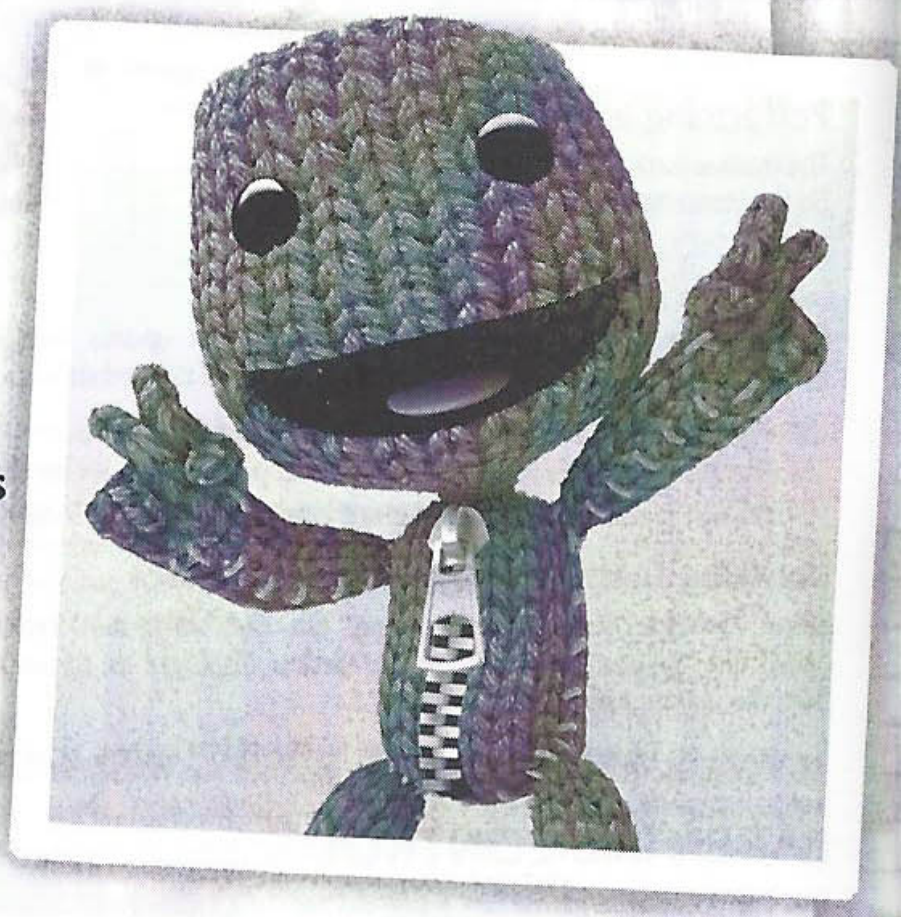
PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at http://pspreporting.com

MEET SACKBOY™



He's the star of **LittleBigPlanet™** and, thanks to his success on PlayStation®3, he's world famous. He's also cute, creative and not fond of limitations. In fact, he strongly believes that, when it comes to fun, "anything goes".

That's why he's decided that it's time to strike out and hit the road in his first portable adventure. He's concocted a brand new **LittleBigPlanet™** experience that can be enjoyed by anyone, any time, anywhere. Sounds delicious, doesn't it?

Sackboy™ is very excited about it. He loves meeting new people and he loves to travel. Even better, he's invited you along for the ride. You don't need a ticket, a suitcase or even an aeroplane: all that's required is a little imagination. Sit back, let your dreams take the controls and **OFF... WE... GO!**

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the **LittleBigPlanet™** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the Home Menu and then select the ⊙ icon. A thumbnail image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

Owners of PSP-1000 series and PSP-2000 series systems should note that the HOME button has been renamed the PS button for PSP-3000 series systems and will be referred to as such in this manual.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved **LittleBigPlanet™** data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

LittleBigPlanet™ operates with an autosave function, allowing progress to be saved to Memory Stick Duo™ automatically during play. Do not remove the Memory Stick Duo™ or turn off the PSP™ system when the Memory Stick Duo™ access indicator is flashing.

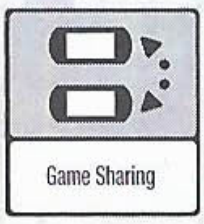
NOTE: The minimum amount of free space required to save **LittleBigPlanet™** data may vary depending on the capacity of the Memory Stick Duo™ inserted.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



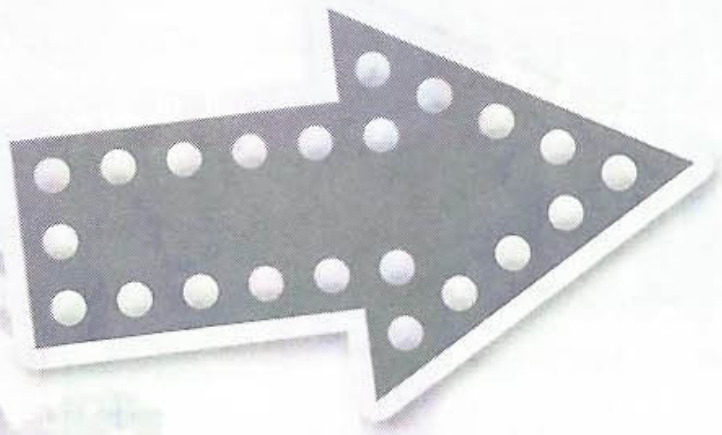
GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

NOTE: **LittleBigPlanet™** supports Ad Hoc Mode and Infrastructure Mode. Please see the "Community Moon" section of this manual for further details.



DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the analog stick and the directional buttons, unless stated otherwise.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the ◎ button.

CONTROLS

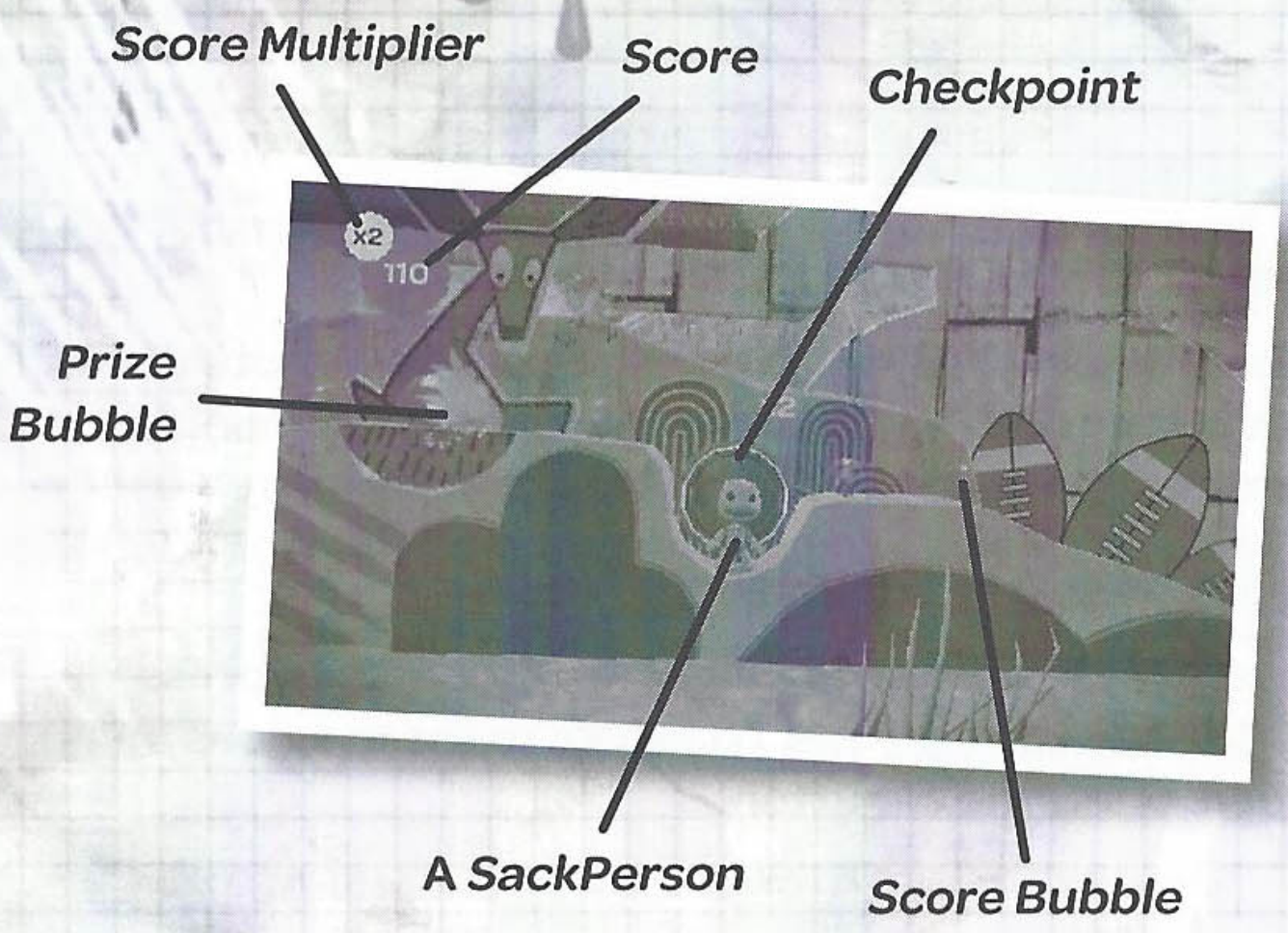
SACKPERSON CONTROLS

analog stick	Move
directional buttons	Change a SackPerson's expression
⊗ button	Jump
◎ button	Cancel
▣ button	Open Popit Menu
△ button	Delete
L button (hold) + directional buttons	Gesture
R button (hold)	Grab object
START button	Access the Start Menu

POPIT MENU CONTROLS

▣ button	Open Tweak Menu/open Popit Info Page
L button/ R button	Skip between menu pages

THE GAMESCREEN



MAIN MENU

The Main Menu is a revolving door to magic and marvels, and contains the following options: LittleBigPlanet™, My Moon, My Pod and Community Moon. Take a deep breath, the excitement is about to start!

LITTLEBIGPLANET™

STORY LEVELS

Make your way across the **LittleBigPlanet™** globe to discover the weird and wonderful worlds of the Creator Curators.

The first area your SackPerson will visit is Down Under. It's the perfect place to go walkabout, sun-scorched and filled with amazing sights and sounds. You're sure to discover all sorts of tricks that will help you to succeed in **LittleBigPlanet™**.

You'll also learn that Down Under's Aboriginal Mystic is just one of the legendary Creator Curators who tend the wonders of **LittleBigPlanet™**. When you've shown the Mystic that you can handle his outback adventure, he may give you a new task to complete – one that involves travelling to distant lands and learning loads more skills. Did somebody mention something about a carnival...?

DOWNLOADED LEVELS

Take some time to explore levels downloaded from the Community Moon orbiting **LittleBigPlanet™**. Your fellow creators are sure to have a lot of surprises in store for you...

Choose a level to view information about it – including who created it, how many times it has been downloaded and what rating the level has been given by other players. Select "Play" to check the level out for yourself.

NOTE: To gain access to the Community Moon, you'll need to complete the first 2 levels of Down Under.

PURCHASED LEVELS

Pay a visit to levels purchased from PlayStation®Store. Choose a level to view information about it, including who developed it and the highest scores achieved by other players. Select "Play" to try it out.

PLAYING THE GAME

CONTROLLING YOUR SACKPERSON

Move the analog stick ⬅ or ➡ to run to the left or the right. Move the analog stick ⬆ to move into the background or ⬇ to move into the foreground.

Press the ⊗ button to jump: tap it lightly to perform a smaller jump or hold it for a longer, more athletic leap. Press and hold the R button to grab hold of objects. You can't grab on to everything, though!

Use the directional buttons to change expression: press ⬆ for happy, ⬇ for sad, ⬅ for worried and ➡ for annoyed. Continue pressing a directional button to increase the intensity of the expression.

To see your SackPerson get even more emotional – and even gesticulate wildly – press and hold the L button and press the ↑, ↓, ← or → buttons. The gestures your SackPerson makes will depend on his or her current mood.

THE START MENU

Press the START button during play to display the Start Menu. Choose from the following options:

Return to Main Menu	Exit the current level and head back to the Main Menu.
Restart Level	Tackle the level again from the beginning.
About This Level	Learn more about the level you're exploring: who created it, the sights to see and what you can expect to do there.
Good Grief!	The Good Grief! Menu is the place to report any offensive content uploaded by other players online. We want to keep **LittleBigPlanet™** as clean and respectable as possible, so please let us know as soon as you discover any questionable content.

THE POPIT MENU

The Popit Menu is the most important tool you'll come across in the world of **LittleBigPlanet™** – press the ▣ button and it will literally "pop" into the air above your SackPerson's head. Think of the Popit Menu as an interactive lasso that's capable of amazing things: it contains all of the creative options at your disposal.

CUSTOMISING YOUR SACKPERSON

On the Popit Menu, select the Customise Character icon to view the various options. Press the ⊗ button to try an item on or to take it off.

WHAT TO DO IF YOUR SACKPERSON GETS TRAPPED!

Occasionally, even the most skilled SackPerson will get stuck. It's nothing to panic about! If there really is no way out, open the Popit Menu, select the Retry icon and press and hold the ⊗ button for a few seconds. Hey presto! Your SackPerson will reappear at the last activated checkpoint.

STICKERS

There are many stickers to collect on your journey through **LittleBigPlanet™**. On the Popit Menu, select the Stickers icon to take a look at your prized treasures.

Even better than finding new stickers is actually using them. Select a sticker from those available and use the analog stick to move it around the environment. Press and hold the L button and move the analog stick ⬅ or ➡ to rotate a sticker; press and hold the L button and move the analog stick ⬆ or ⬇ to change the size of the sticker. When you are happy, press the ⊗ button to stamp it into place. Press the ◉ button to return to the Popit Menu.

To remove a sticker, open the Popit Menu, select the Stickers icon and choose the Stickers Edit Tool. Use the analog stick to move the Edit Tool over the desired item, which will emit a glow. Press the ⊗ button to "lift" the item into the air and press the △ button to delete it and exit the Popit Menu.

MY MOON

My Moon is the place where your wildest dreams come to life!

Choose "My Levels" to swoop across the lunar surface and view previously created worlds alongside numerous empty craters. The first time you visit My Moon there will be over 60 empty craters, and each can be filled with a level of your own – so there's enough space for all your ideas.

NOTE: To gain access to My Moon, you must complete the first 5 levels of Down Under.

TIME TO GET CREATIVE!

EXISTING LEVELS

Choose an existing level within My Moon to view the level's Popit Menu. Press the L button or the R button to skip between the menu pages and view the following options:

Edit	Access the level in Edit Mode to make changes to its appearance and architecture.
Play	Access the level in Play Mode to enjoy it for yourself.
Publish	Upload the level to the Community Moon for other players to explore. You can have a maximum of 20 levels published on the Community Moon at any one time.
Share (Ad Hoc)	Send the level to another PSP™ system via a wireless Ad Hoc Mode connection.
Move	Move the level to another crater on My Moon.
Copy	Make a replica of the level in another crater on My Moon.
Delete	Remove the level from My Moon permanently.

Copyable	Set whether or not a level can be copied. If a level that cannot be copied is uploaded to the Community Moon, players who download it will not be able to edit and re-publish it.
Edit Name	Change the name of the level.
Set Description	Create a brief description of the level for other players.
Set Icon	Choose an icon to represent the level on-screen.

NEW LEVELS

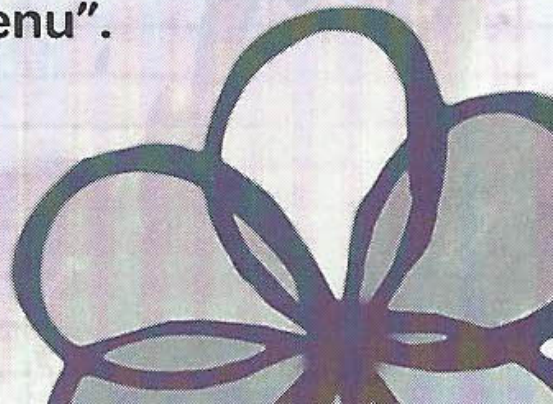
Choose an empty crater within My Moon to create a New Level from scratch. Choose to start with a Blank Level or to use a themed Template as a launch-pad for your imagination.

EDIT MODE

When creating or editing a level, choose the item or tool you want to use via the Popit Menu, then use the analog stick to move around the area. Press the ⊗ button to confirm the spot where you want to start creating.

When building your own levels, bear the following handy hints and controls in mind:

- In Edit Mode, your SackPerson can take to the skies to get to hard-to-reach areas. Press the ⬇ button to lift off from the ground and press the ⬇ button again to land once you're airborne.
- Press the ⬆ button to pause Edit Mode and build without being interrupted by moving objects or lethal hazards. Press the ⬅ button to undo your last action or press the ➡ button to redo your last action.
- When working with Materials, press the R button to adjust the thickness of the selected object.
- To try out your creation, press the START button and select "Change to Play Mode". To return to Edit Mode, press the START button and select "Change to Edit Mode".
- To return to the Main Menu at any time, press the START button and select "Return to Main Menu".



POPIT CURSOR

This may well be the most versatile tool in your collection. Hover the Popit Cursor over an object and press the ⊗ button to select it. Use the analog stick to move the object around, then press and hold the L button and move the analog stick ← or → to rotate it. Press and hold the L button and move the analog stick ↑ or ↓ to alter the object's size. When you are happy with the object's position, press the ⊗ button to place it and press the ◉ button to return to the Popit Menu.

OBJECTS AND TOOLS

Almost everything in the Popit Menu has a More Info page, offering further information and functions. Be sure to check them out!

CAPTURING OBJECTS IN THE POPIT MENU

When an object has been created, it can be stored within the Popit Menu for easy use in the future. On the Popit Menu, select the Goodies Bag icon and choose the My Objects page. Select the Capture Object icon and a small rectangular box will be displayed. Use the analog stick to manipulate the rectangular box, positioning it around the object so that its outline glows. Press the ⊗ button and the object will be added to the My Objects page for easy access.

MATERIALS

Materials are found within Prize Bubbles, which are scattered throughout **LittleBigPlanet™**. Once some Materials have been collected, new objects can be created. On the Popit Menu, select the Goodies Bag icon, choose the Materials page and take your pick. Use the analog stick to manipulate your chosen object's shape and press the ⊗ button to create the object.

PROPERTIES

Glass

Glass is super smooth and slippery – which is great for any SackPerson who likes to slide rather than stroll!

Metal

Metal is the heaviest material of all and is perfect for when you need something ultra strong and tough.

Stone

Stone is another weighty material, ideal for heavy-duty purposes.

Wood

Wood is of average weight and friction, and can't be grabbed.

Sponge

Sponge is fairly light and yields slightly to the touch – meaning a SackPerson can grab on to it easily.

Polystyrene

Polystyrene is exceptionally light and very easy for a SackPerson to grab on to.

Cardboard

Cardboard is also extremely light and can be pushed around easily – but it's also very smooth. If your SackPerson tries to take hold of it their hands will not be able to grip.

Rubber

Rubber is a great choice when good traction is needed – it never slips.

Dissolvable

Dissolvable objects are light and can be grabbed – but they will dissolve away to nothing when triggered to do so.

Peach Floaty

Lighter than air, objects made of this material will float away as soon as they are placed – but a SackPerson can grab hold of them for a free ride.

Pink Floaty

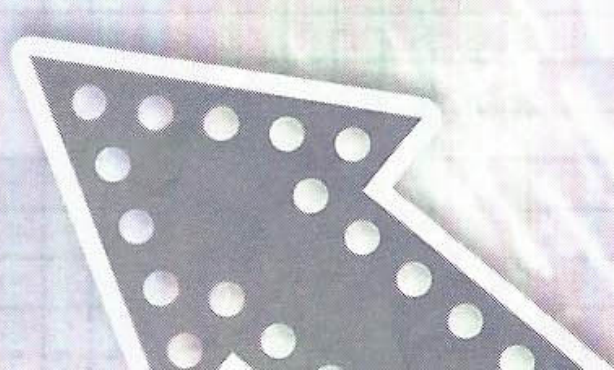
Objects made of this material will float in the air in one spot rather than soaring off into the blue.

THICKNESS

The thickness of Materials can be adjusted between three different levels: 2 Fat, Fat or Thin.

USING OBJECTS

Dotted around **LittleBigPlanet™** are numerous Prize Bubbles. These contain special objects which can be used when making creations.



PLACING OBJECTS

- Open the Popit Menu and select the Goodies Bag icon.
- Select an item, then use the analog stick to position it. Press and hold the L button and move the analog stick ⬅ or ➡ to rotate the item.
- Press the L button to move an object into the foreground or background.
- Press the R button to adjust the thickness of an object.
- Press the ⊗ button to place an object and press the ◉ button to return to the Popit Menu.

Remember that as soon as the Popit Menu is closed, gravity will take its course!

COPYING OBJECTS

Select an object using the Popit Cursor and press the ▣ button to open the object's Tweak Menu. Select "Copy" to copy the selected object. Press the ⊗ button to place the copied object wherever you want.

DELETING OBJECTS

Select an object using the Popit Cursor and press the △ button to delete it.

TWEAKING

To help satisfy your inner engineer, there are lots of things in and around **LittleBigPlanet™** that can be tweaked. To open a Tweak Menu, hover the Popit Cursor over an item and press the ▣ button. Within a Tweak Menu, use the analog stick to choose a setting and use the directional buttons to adjust it.

NOTE: When placing an object that can be tweaked, hold down the ⊗ button a little longer and the relevant Tweak Menu will be displayed.

GLUE

Glue is a handy way of sticking things together and can only be used when in Edit Mode. To use glue, select an object using the Popit Cursor. Place the object in close contact with another object and press and hold the ⊗ button until you hear a "sticking" noise. Both objects are now stuck firmly together and can be moved around like a single object.

BOLTS

Bolts come in useful when creating objects with moving parts. To use a Bolt, follow these simple steps:

- On the Popit Menu, select the Tools Bag icon, choose the Gadgets page and select the Bolt icon.
- Use the analog stick to position the Bolt and press the ⊗ button to place it onto an object.
- Use the Popit Cursor to move the object in front of another object.
- Press the ⊗ button to bolt both objects together.

To make a Bolt tighter or amend other settings, press and hold the ⊗ button to access its Tweak Menu.

TYPES OF BOLT

Sprung Bolt

A Sprung Bolt allows the different parts of an object to move slightly. Don't worry, it's not dangerous and it's perfect for see-saw devices.

Motor Bolt

A Motor Bolt lets you make objects that can move of their own accord.

Wobble Bolt

A Wobble Bolt won't judder like jelly but will create a back-and-forth rotating action for your different creations.

OTHER TOOLS

Many other tools can be used to connect and build things. To access the tools below, open the Popit Menu, select the Tools Bag icon, choose the Gadgets page and select the relevant icon in the Connectors section.

STRING

String is the perfect tool for hanging things up or making swings and bridges. To attach string, place it on the edge of an object and press the ⊗ button. Position the other end of the string over another object and press the ⊗ button to secure the connection. Visit the Tweak Menu to shorten or lengthen your piece of string.

RODS

Rods are very similar to string and connect in the same way: the only difference is that once a length is set for a rod, it cannot be made longer or shorter.

SPRINGS

A spring is rigid and can offer support but will also give your connections some bounce. Connect a spring like a rod or some string and visit the Tweak Menu to alter its length and strength.

ELASTIC

Elastic will not support anything it's attached to, but will allow connections to stretch further.

WINCH

A winch will join two objects together and put them into motion: visit the Tweak Menu to alter its strength and speed.

PISTONS

Pistons are just like rods but can remain rigid and be put into motion if required.

EMITTER

An emitter is a magical tool that will make things appear and then disappear. Attach an emitter to an object such as a brick wall, then access the Tweak Menu and select a different object such as a flower. The flower will then appear and disappear periodically on the brick wall.

BUTTONS AND SWITCHES

Buttons and switches bring even more control to your **LittleBigPlanet™** creations. All buttons and switches can control other objects – for example, a Motor Bolt.

Use the Popit Cursor to select the Connector Tab sticking out of your button or switch and attach it to the Motor Bolt. You can now start or stop a Motor Bolt at the flick of a switch!

Buttons

A button will activate a contraption when a SackPerson or anything heavy enough is placed on it. Use the Tweak Menu to change the various settings for a button.

Two-way Switch and Three-way Switch

A switch can be used to control various animated parts. To be activated, a Two-way Switch or a Three-way Switch must be pulled by a SackPerson or nudged by another object.

Grab Switch

A Grab Switch is triggered when a SackPerson grabs the object attached to it.

Sensor Switch

A Sensor Switch will activate when a SackPerson gets near enough to the object it's attached to. Open the Tweak Menu to adjust speed settings and choose a trigger radius.

Magnetic Key Switch

A Magnetic Key Switch will only activate when a matching key is within a specified range. Once you've placed the Magnetic Key Switch, don't forget to add a Magnetic Key for other players to find. Visit the Tweak Menu to change the key's colour: it's a good idea to make it the same colour as the Magnetic Key Switch.

Sticker Switch

A Sticker Switch will activate when a matching sticker or decoration is stuck nearby. Don't forget to specify a sticker for your Sticker Switch – otherwise anything could activate it!

MAKING STUFF HARMFUL

Various elements of danger can be added to **LittleBigPlanet™** – making things a little more exciting for the adventurous players out there.

On the Popit Menu, select the Tools Bag icon. Choose the Tools page and select one of the "Lethalise" options: Electricity, Flame or Horrible Gas. Use the analog stick to select an object and press the ⊗ button to apply the hazardous element. You can even choose the colour of your Horrible Gas!

To make a dangerous object safe again, open the Popit Menu and select the Tools Bag icon. Choose the Tools page and select "Unlethalise". Use the analog stick to select the hazardous object and press the ⊗ button to remove its lethal properties.

SAVING A LEVEL

To save a level you've created in My Moon, press the START button and choose Save Level.

SEND TO FRIEND

Wirelessly connect to a friend's PSP™ system via Ad Hoc Mode to share your favourite levels.

MY POD

Your Pod is your home and your haven within **LittleBigPlanet™**: a place where you can chill out as you plan your next masterwork, admire a new outfit or catch up with what's going on in the community.

Choose "Me" to fiddle with the following options and settings:

My SackPerson	Change your SackPerson's appearance and customise your Pod with treasures gathered on your travels.
My Avatar	View and adjust the icon used to represent your SackPerson on-screen.

My News

Keep in touch with the wider community with important bulletins direct from **LittleBigPlanet™**.

COMMUNITY MOON

Sharing makes the world go round – so say the Creator Curators and happy SackPersons everywhere. Head to the Community Moon to view and download the fruits of your fellow fans' creativity.

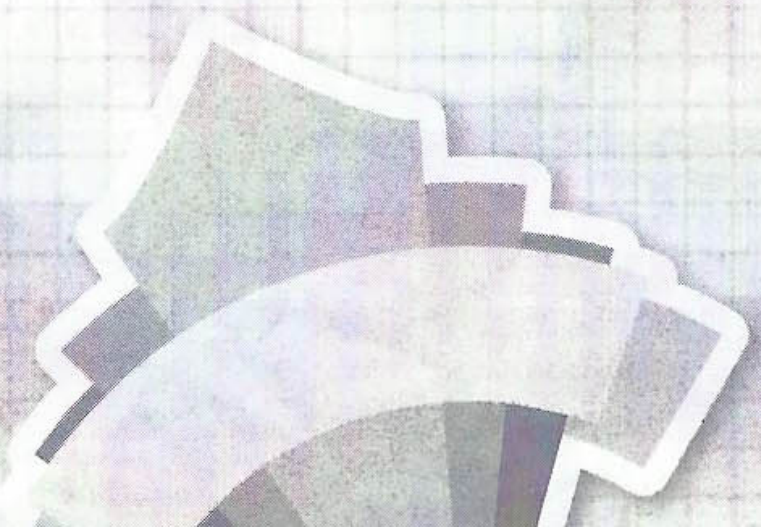
CREATING A PlayStation®Network ACCOUNT

A PlayStation®Network account and wireless internet connection are required to access the Community Moon.

To access PlayStation®Network services via a wireless internet connection, the PSP™ system's Network Settings must be correctly configured. Always ensure that the latest version of the PSP™ system software is installed. Refer to the instruction manual supplied with your PSP™ system for more details on getting connected and system software enhancements.

There are two types of PlayStation®Network account. A master account is an account created by a registered user of a specified age or older and allows the account holder to adjust various settings. A sub account can be set up as an extension of a master account and can be used by anyone, including minors. A sub account can also be monitored by the associated master account holder. Accounts created via a PlayStation®3 system can be used to access PlayStation®Network services via a PSP™ system, and vice versa.

Eligibility requirements for master accounts and sub accounts vary depending on your country of residence. Visit eu.playstation.com/psn for further details or to create your free PlayStation®Network account.



When signing up to PlayStation®Network, a password, a secret answer to a security question and a valid email address must be supplied. An Online ID must also be chosen and will act as your publicly displayed name within PlayStation®Network. After an Online ID has been created it cannot be changed.

GO ONLINE

Beam your best creations up to the Community Moon for like-minded SackPersons across the world to enjoy. What do you get in return? Why, an ever-growing collection of levels invented by your fellow Creators, free to download!

COLLECT FROM FRIEND

Wirelessly connect to a friend's PSP™ system via Ad Hoc Mode to explore their best creations.

SOME FRIENDLY ADVICE

Sharing creations online and mixing with the **LittleBigPlanet™** community comes with certain responsibilities. We want to create a big, happy family – and that means that we all need to respect each other's feelings. So, as tempting as it is, please refrain from being rude! No swearing, no vulgar drawings and nothing that would offend your granny (or embarrass your grandchildren).

AND FINALLY... HAVE FUN!

Thanks for helping us make **LittleBigPlanet™** such a fantastic place to be. We hope you enjoy yourself and have fun exploring. Keep on creating those masterpieces and don't forget to share your inspired inventions with everyone else online!

GET CONNECTED FOR FREE*

eu.playstation.com/psn

Sign up for FREE* to PlayStation®Network for unlimited online gaming and more

CONNECT

SIGN UP

JOIN IN

- Enjoy free* online gaming
- Download exclusive new games and timeless classics from PlayStation®Store
- Get the latest expansion packs for a host of top titles
- Chat to friends and family and surf the web on the go
- Get info on the latest games, movies and accessories with regular newsletters

Join the millions of people already enjoying PlayStation® Network

PlayStation®Network

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